GAMER

GAMING
RETRO
TECH
NEWS

15-Feb-2023

GAMER

Introduction

Welcome to this new online magazine which Will cover Gaming, Gaming Reviews,Retro Section, Tech News , Streamer info insights And all things Social media.

This Issue will cover the following

Tech and Gaming News.

TV Series Reviews

The English - Western television miniseries.

Retro Film Reviews

The Crow 1994

Blade Runner 1982

Game Review of Heavenly Sword PS3 Version.

Reapers Retro - remembering Amiga Hardware and Software. Amiga CD32 Console.

Video game Quiz - Just For Fun.

Word Search -Just For Fun.

GAMER Tech News

Netflix to Release Live Action Film and Animated Series of Gears of War.

Netflix has entered a partnership with The Coalition with a plan to adapt the Gears of War universe.

This video game saga is first going to be adapted as a live action feature film, followed by an adult animated series.

Depending on how the film and the animated series fares,

Netflix revealed that there's a possibility of more stories.

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GAMER Tech News

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The first Gears of War game was released in November 2006.

For those keeping count, that means the franchise is celebrating its 16th anniversary. The game is set in a world where humanity is facing extinction by the subterranean reptilian hominids known as the Locust Horde. A disgraced sergeant Marcus Fenix has been tasked to lead the last-ditch effort against this enemy and save humanity.

Since its first release, four more titles were added to the main series, with spin-offs released as well.

The original trilogy has received positive reviews.

There have also been adaptations in other media like a board game, books, and comic book series.

What do you think? Excited to see Gears of War as a live action film or do you prefer an animated version?

GEARS OF WAR

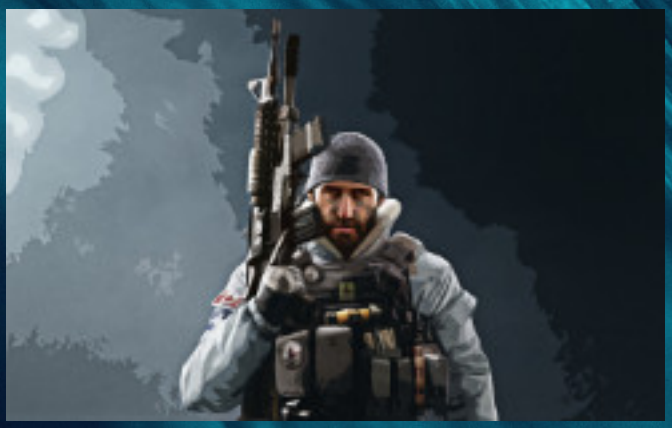
GAMER Tech News

Rainbow Six Film In Works From John Wick Director And Michael B. Jordan

The new action film will be a sequel to 2021's Without Remorse, which also starred Jordan

The upcoming Rainbow Six film from Paramount, starring Michael B. Jordan, has a director: Chad Stahelski. He's best known for his work on the popular John Wick films and will produce the movie alongside Jordan, who stars as John Clark, a popular character from Tom Clancy's books.

Jordan already portrayed Clark in the 2021 film Without Remorse, which is based on the Tom Clancy book of the same name.



Anti-terrorist team codenamed: Rainbow. This set up a potential sequel that would focus on the popular Rainbow Six team, which over the years has become well-known to gamers thanks to Ubisoft's successful video game franchise based on the fictional squad.

This new Rainbow Six film, which doesn't have a release date yet, or even a basic plot synopsis, will likely continue the story of Jordan's John Clark as he creates and leads the Rainbow Six team.

GAMER Tech News

It's unclear whether Ubisoft will be involved at all with the film, though I also find it impossible to believe Paramount and director Stahelski won't take some inspiration from the popular video game franchise that has helped keep Rainbow Six popular and relevant for over two decades.

Stahelski, whose attachment to the new Rainbow Six film was first covered by The Hollywood Reporter, has made a name for himself as a well-respected and talented action movie director ever since the release of his debut film John Wick in 2014.

The Keanu Reeves action flick quickly became a hit and has spawned sequels, talks of TV shows, spin-offs, and even a video game.

His next film is John Wick: Chapter 4, out later this year.

Before becoming a director he was a prolific stuntman and worked on films like The Matrix, Van Helsing, and Escape From L.A.

GAMER *Review*

The English - Western television miniseries.

Original release 10 November –15 December 2022

The English is a narratively messy but consistently engaging Western that is anchored by Emily Blunt and Chaske Spencer's spellbinding performances.” and Stunning Western imagery.

For that reason, the British aristocrat, as played by Emily Blunt, feels uniquely modern in The English.

The English’s premiere also makes it clear that Cornelia is a woman on a dangerous mission, a fact that adds a surprising edge to her more eccentric beliefs.

Like many great Westerns, there’s a deep spirituality running throughout.

The English that adds layers of predetermined weight and tragedy to its story.

Across its six episodes, the series frequently makes its own life harder than it needs to be by presenting a fairly straightforward plot in an unnecessarily convoluted way.

However, whenever it feels like The English has grown too unwieldy for its creative team, its two stars return to keep it from floating away.

The English tells, in many ways, a simple revenge story.

Its first episode introduces Blunt’s Cornelia Locke and then reveals that she, like so many Western heroes before her, has come to the American West of the 1890s looking to right a wrong as violently as she can.

GAMER Review

The English - Western television miniseries.

We're told that she's looking to kill the man responsible for the death of her son, though.

Cornelia's actual target is a mystery that The English holds on to for as long as possible.

In order to get her revenge, Cornelia requires the help of a Pawnee scout named Eli Whipp (Chaske Spencer).

When Cornelia and Eli first cross paths, the latter is just a few months into his retirement from the U.S. military, which he dutifully served for many years.

The pair initially seem like they could not be any more different from each other, but the further into The English's story we get, the more we realize just how much they actually have in common.

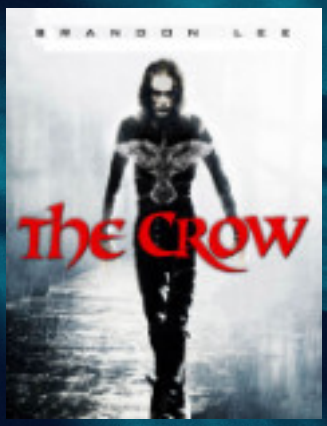
Despite their racial, social, and cultural differences, a bond quickly forms between the two that emerges as both the thematic backbone and emotional foundation of The English's admittedly messy story.

Fortunately, both Spencer and Blunt are performers who are more than capable of carrying a series like The English. Blunt, for her part, is given the chance to play one of her best roles.

The English is Worth a Watch. Available on BBC i Player.

GAMER *Retro Film Review*

The Crow



Release date May 13, 1994

"The Crow" is, of course, the movie Brandon Lee was making when he was accidentally shot dead during the filming of a scene.

It is not without irony that the story involves a hero who returns from the dead - just as, in a sense, Lee has with the release of this film. The story begins with a resurrection from the dead.

A rock star named Eric Draven (Lee) is murdered, along with his fiancee, on the eve of their wedding.

His soul is escorted to the next world

(according to the narration) by a crow; but when a spirit is unhappy there because of unsettled business on earth, sometimes the crow will bring him back again.

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GAMER Retro Film Review

The Crow

And so a year later, on Halloween Eve, Eric reappears on earth, vowing vengeance on those who committed the murders - and the evil kingpin who ordered them.

That's about all there is to the story. Flashbacks recreate the original murder, and then Eric, led by the crow, tracks the mean, rainy, midnight streets on his lonely quest. He has fashioned for himself some death's-head makeup, and since he is already dead, of course bullets cannot harm him (except sometimes - which is always the catch in comic book stories).The story exists as an excuse for the production values of the film, which are superb. The director, Alex Proyas, and his technical team have created a world that will remind you of the forlorn urban wasteland in "Blade Runner" and of the Gothic extravagances in "Batman," yet this world is grungier and more forbidding than either.

GAMER *Retro Film Review*

The Crow

It's not often that movies can use miniatures and special effects and sets and visual tricks to create a convincing place, rather than just a series of obvious sets. But "The Crow" does.

The visual style, owes a great deal to the study of graphic novels. The camera swoops high above the city, or dips low for extreme-angle shots. Shadows cast fearsome daggers into the light.

"The Crow," with its fast pace and its countless camera set-ups, evokes comics much more than any other movie of this type.

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GAMER Retro Film Review

Blade Runner (1982)

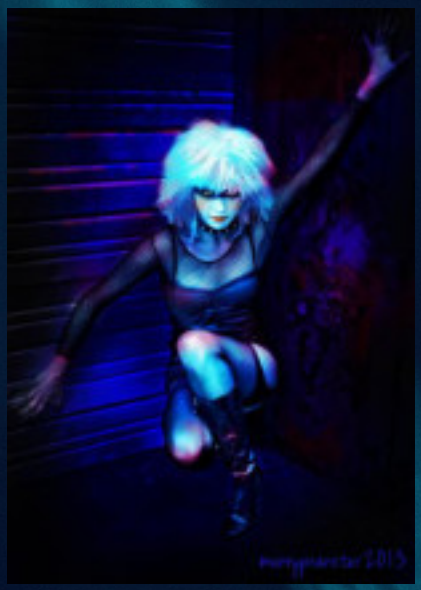
Release date June 25, 1982

Director Ridley Scott's 1982 film "Blade Runner" is arguably the most famous and influential science fiction film ever made.

It has exerted a pervasive influence over all subsequent science fiction cinema, and indeed our cultural perceptions of the future.

The film is a combination of 1940s film noir and futuristic

detective thriller. The setting is the decayed, rain-soaked Los Angeles of 2019. Rick Deckard, played by Harrison Ford, is a retired Blade Runner, a cop who specializes in hunting down replicants.



The replicants are artificial humans, indistinguishable from the real thing in every way but two; they have no memories, and they have lifespans of only four years.

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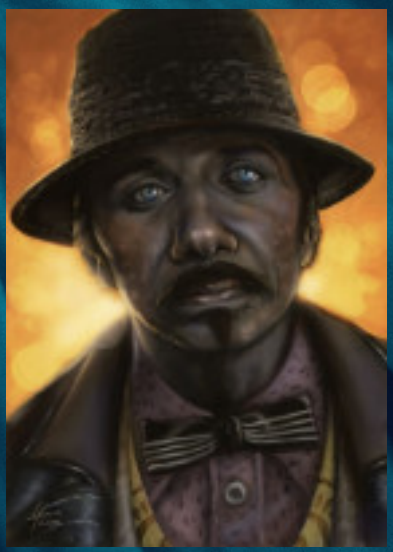
GAMER Retro Film Review

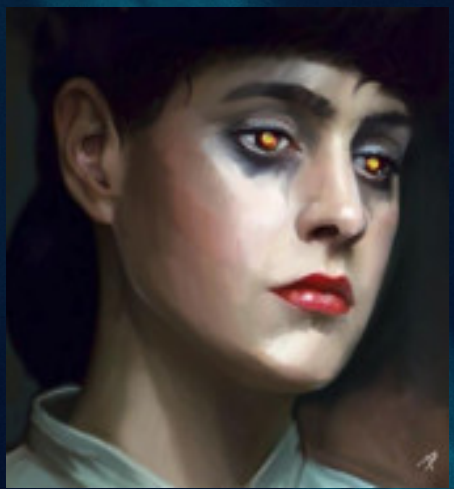
Five replicants are loose in LA, led by the fearsome combat specialist Roy Batty. Deckard's job is to hunt them down. He stalks his prey through the neon-lit, future-noir city. The film climaxes in a showdown between the Blade Runner and his nemesis Batty.

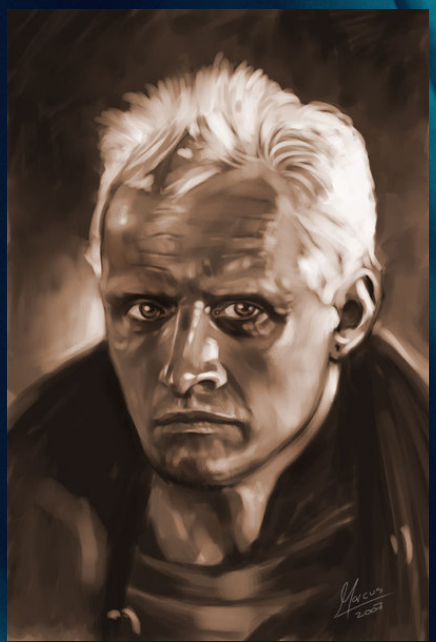
Ironically "Blade Runner" did not do well on its initial release.

"Blade Runner" fully and richly deserves its reputation.

it is simply one of the most extraordinary films ever made.







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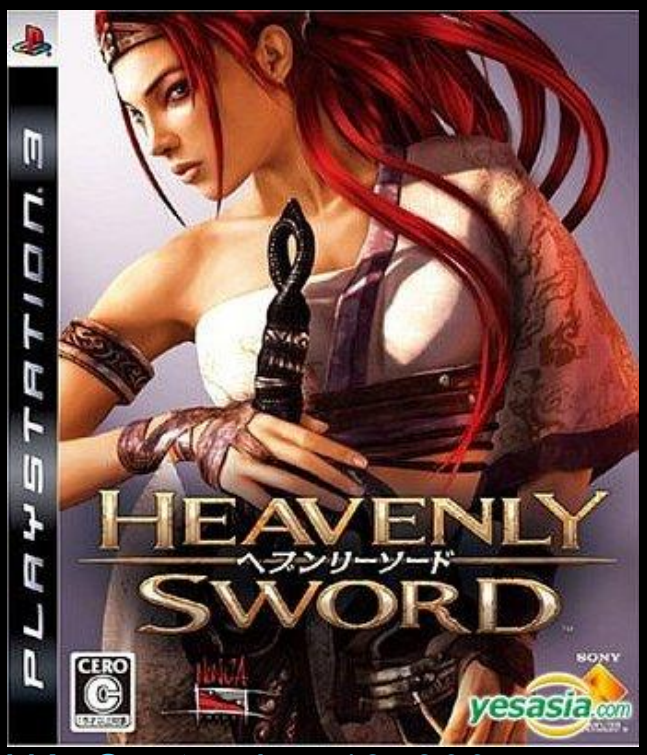
GAMER Review



HEAVENLY SWORD

Developer(s) Ninja Theory

Publisher(s) Sony Computer Entertainment

Platform(s) PlayStation 3

Release

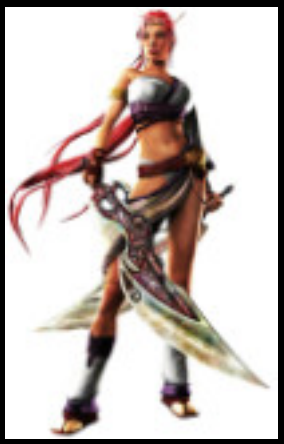
NA: September 12, 2007

EU: September 14, 2007

AU: September 20, 2007

Genre(s) Action-adventure, hack and slash

Mode(s) Single-player



It's the final battle. Good vs. evil. Our hero Nariko has fulfilled the prophecy that she will wield the Heavenly Sword.

A sword sent from heaven that slowly drains her life.

It's by far one of the best looking games that come out on the ps3.

Heavenly Sword is a hack and slash action game.

GAMER Review

The game offers a nice beginning stage that allows you to learn not only how to attack and string combos but also how to counter. The game has an interesting set up going on. Don't attack and she will auto block a regular attack. To counter you will need to watch the enemy's aura color when they attack.

The combat is simple in nature but you will need to learn the combos that you unlock. Without them you won't break defenses and while you can just counter attack everything, it isn't always so easy and when you have 5 guys attacking you at once you can easily be bounced out of a counter.

The boss fights in this game are truly epic in scope. You need to counter well.

The game isn't very long and it's perhaps the games only real flaw. It takes the average gamers between 6 and 7 hours to beat.

Truly a great overall experience, one worth experiencing if you have never played this hidden gem.

GAMER REAPERS RETRO

AMIGA CD32

Amiga CD32

Release Dates:

EU: 1993 CA:1993

The Amiga CD32 is a 32-bit home video game console developed by Commodore and released in Europe, Australia, Canada, and Brazil. It was first announced at the Science Museum in London on July 16, 1993, and was released in September of the same year.

The CD32 is part of a family of Amiga computers and other hardware. It uses CD-ROM as its storage medium. It was based on Commodore's Advanced Graphics Architecture chipset, and is of similar specification to the Amiga 1200 personal computer. Using third party devices, it is possible to upgrade the CD32 with a keyboard, floppy drive, hard drive, RAM and mouse, turning it into the equivalent of an Amiga 1200. A hardware MPEG decompression module for playing Video CD was also released.

AMIGA

GAMER REAPERS RETRO

AMIGA CD32

The CD32 was marketed on its box as "The World's First 32-bit CD Games Console".

However, the CD32's 68EC020 processor has a 32-bit data bus both internally and externally, because the CD32 shipped with 2MB of RAM shared between the chipset and the CPU, this meant the CPU was bottle necked when accessing memory, similar to an A1200 operating without 32-bit "fast" (CPU dedicated) RAM.

Ultimately, Commodore was not able to meet demand for new units because of component supply problems. Sales of the CD32 in Europe were not enough to save Commodore, and the bankruptcy of Commodore International in April 1994 caused the CD32 to be discontinued only eight months after its debut. Name: *The CD32 is part of a family of Amiga computers and other hardware. It uses CD-ROM as its storage medium. It was based on Commodore's Advanced Graphics Architecture chipset, and is of similar specification to the Amiga 1200 personal computer. Using third party devices, it is possible to upgrade the CD32 with a keyboard, floppy drive, hard drive, RAM and mouse, turning it into the equivalent of an Amiga 1200. A hardware MPEG decompression module for playing Video CD was also released.*

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Ultimately, Commodore was not able to meet demand for new units because of component supply problems. Sales of the CD32 in Europe were not enough to save Commodore, and the bankruptcy of Commodore International in April 1994 caused the CD32 to be discontinued only eight months after its debut.

During the brief Amiga CD32 presence in the market, approximately 100,000 units of it were sold in Europe alone.

For years the Amiga range of computers had been streets ahead of anything else on the high street, but come 1993, the competitors had managed to catch up.

The Commodore Amiga no longer commanded the lead in terms of graphical and musical capabilities that it once had.

They made a vain attempt to stay ahead of the pack with the CD32 console but it just was just not quite good enough to do so.

The CD32 launch bundle included two games: Diggers, a new game from Millennium Interactive, and Oscar, from Flair Software.

AMIGA

GAMER REAPERS RETRO

AMIGA CD32

The CD32 is capable of running most of the titles developed for the Amiga CDTV multimedia device, but differences in CPU speed and Kick start version prevent some of the earlier CDTV titles from running. Most of the games released for the CD32 are simply ports of games that were already available for Amiga computers.

One benefit of this is that, when appropriate, many games retain the ability to use an Amiga mouse (in port 2) or Amiga keyboard (plugged into the AUX port).

Like all later Amiga computers, the CD32 has a hidden boot menu that can be accessed by plugging an Amiga mouse into port 2 and holding both buttons down while turning the system on.

Most of the options in this menu are not useful on a CD32, but from this menu the user can choose to boot in either NTSC or PAL mode.

It was fitted with ports to allow you to attach game pads, and all games for the machine were on the compact disc format. Using the CD format was a giant leap forward from floppy disks in terms of storage and access speed.

AMIGA

GAMER REAPERS RETRO

AMIGA CD32

Commodore created this console with a view to establishing themselves in the home gaming console sector.

What made The Amiga CD32 Was Great: Almost all of the Amiga's best games were available on the CD32, but without the hassle of disk-swapping, compatibility issues or decade-old joysticks. The CD32 was the Xbox of its day, bringing all the era's best computer games to your TV without all the nonsense that computer owners had to put up with. Better still, many of the games were significantly better than the original Amiga versions. It may have been the black sheep of the Amiga family but it was a sheep worth having.

AMIGA

GAMER REAPERS RETRO

AMIGA CD32

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Using the A1200 Technology in the CD32 Console

The Amiga 1200 was the natural successor to the Amiga 500, 500 plus and the (not so good) Amiga 600 range.

In fact, if the A1200 had been given a faster CPU and 4MB RAM as standard (instead of 2MB) then the Amiga 'home range' may have stood up to the competition more readily.

The funny thing about the CD32 was that it was possible to upgrade the unit to be similar to an Amiga 1200. You could do this by adding a keyboard, mouse, hard disk and so on; turning it into a personal computer. But really, why would you want to do that?

Surely it would have been easier to just buy a standard Amiga 1200 machine and an external CD drive?

AMIGA

GAMER REAPERS RETRO

AMIGA CD32

The Sad Demise of Commodore

Despite selling roughly 100,000 units the CD32 came at a time when Commodore where in real financial trouble (which is mind boggling considering the excellent hardware they had pushed since the late 1970s such as the VIC 20, C16, C64, C128 and the Amiga).

As Commodore slipped away, the CD32 unit struggled to compete against new gaming consoles that were released.

Many of the games released for it were re-releases of older Amiga titles, in some cases with no improvements at all. As you can imagine, this did not go down well with consumers. Little in the way of new titles were developed to showcase the consoles capabilities, so rarely did we see how the machine could outperform the ageing Amiga 500 range.

A few notable titles such as Microcosm, Liberation (which had a fantastic game intro sequence), Gloom, Alien Breed 3D and Super Stardust were generally met with positive reviews. However, these titles failed to prevent the CD32 from falling into complete oblivion, and the dire situation with Commodore basically ensured the demise of the console.

AMIGA

GAMER REAPERS RETRO

AMIGA CD32

This is a real shame as it was not a bad machine at all; it ended up being a victim of Commodore's situation and failed against as stiff competition in the market.

Few CD32 units were sold in the USA due to legal wranglings, and the European sales were not enough to keep Commodore afloat.

The CD32 console has became a bit of a cult item in recent years, and is less well remembered than machines from Nintendo and Sega (such as the SNES and Master System).

The rapid evolution of PC technology in the mid 1990s quickened the pace of the CD32's demise, as well as the Amiga 1200.

WIth the likes of Castle Wolfenstein and especially DOOM appearing on PC, people really wanted to get into this new 1st person type of game.

The poor CD32 just could not quite manage games of this graphical intensity.

AMIGA

GAMER REAPERS RETRO

AMIGA CD32

Despite brave attempts to compete with DOOM and DOOM II with titles such as Alien Breed 3D and Gloom, the CD32 and the Amiga brand in general was falling behind the PC rapidly as a gaming platform.

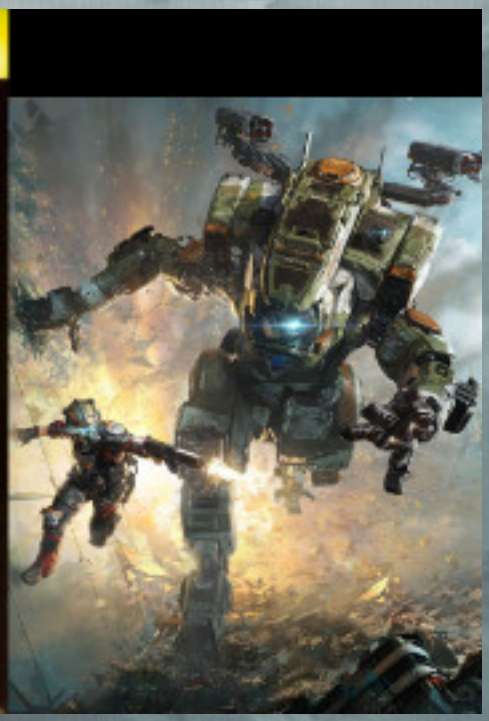
Was a programming marvel and really pushed the limits of the hardware, but unfortunately for Commodore. it just wasn't DOOM.

By this point the Amiga CD32 was living on borrowed time and the Amiga 1200 was also beginning to feel the strain of PC technology.

AMIGA

Video Game Quiz

Name The Game ?



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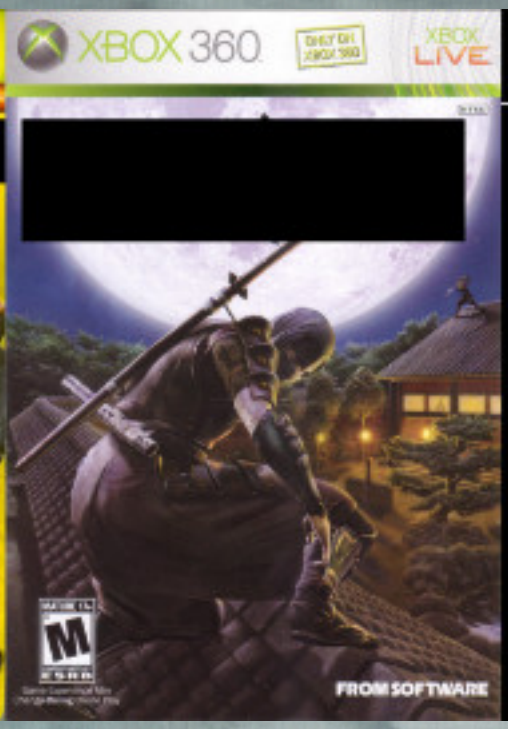

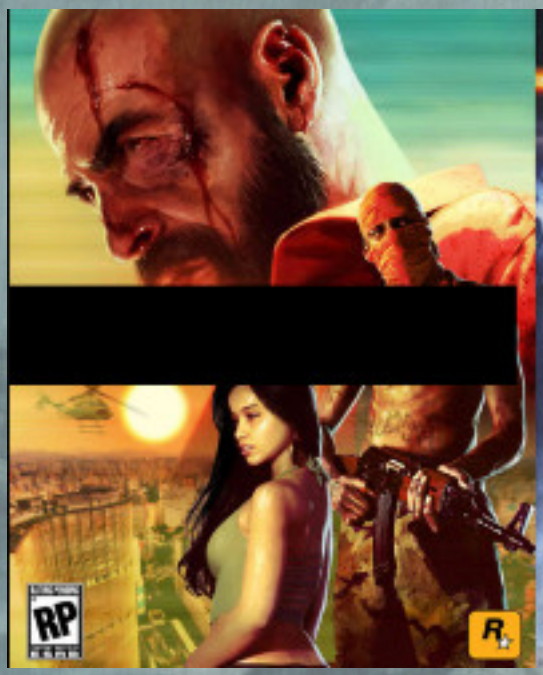

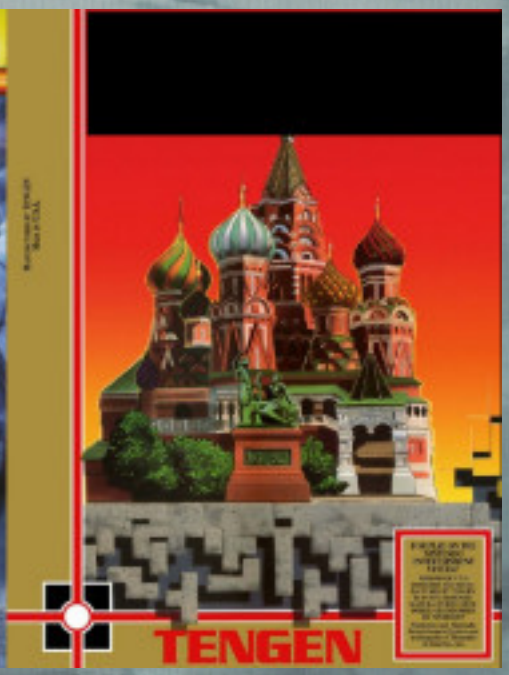

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Video Game Quiz

Name The Game ?

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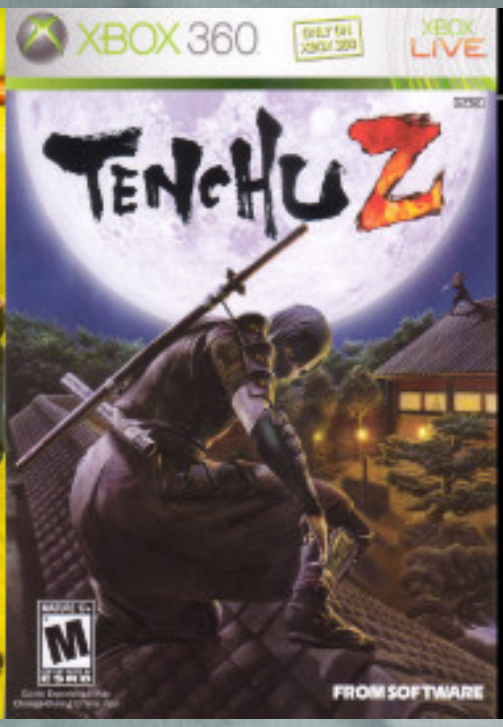
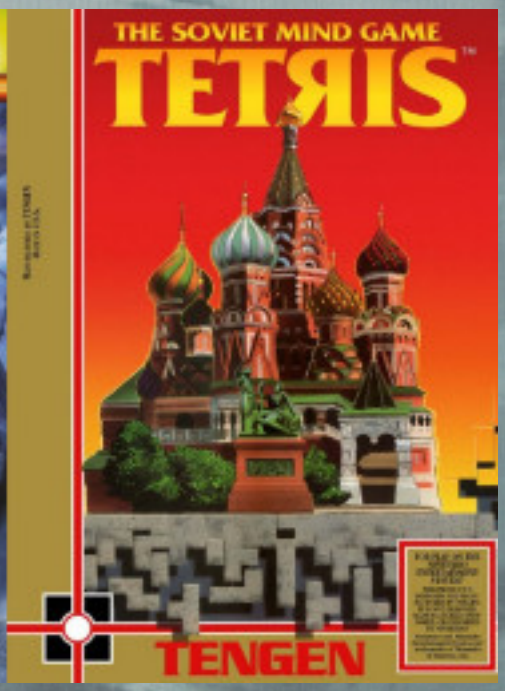
Name The Game ?





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Video Game Quiz

Name The Game ?

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Video Game Quiz

GENERAL GAME KNOWLEDGE QUIZ

1) What year was Call of Duty 4: Modern Warfare released ?

2) Who was The Main Character in Infamous First Light ?

3) Trine is a side-scrolling, action platform-puzzle video game developed by Frozenbyte can you name the 3 main heroes introduced in the game ?

4) In Halo 3: ODST what does ODST Stand For ?

6) In the original arcade version of Donkey Kong, what was the name of the character that would later be known as Mario?

7) What food was the character Pac Man modeled after ?

8) Blizzard Entertainment is most well known for what video game franchise?

9) What year was Nintendo founded?

10) What is the highest-selling gaming console to date?

Video Game Quiz

GENERAL GAME KNOWLEDGE QUIZ

ANSWERS

1) November 5, 2007

2) Abigail "Fetch" Walker

3) Zoya the Thief, Amadeus the Wizard, Pontius the Knight.

4) Orbital Drop Shock Troopers.

5) Pong

6) Jump Man

7) Pac Man creator Toru Iwatani was eating pizza when he came up with the idea for this beloved character.

8) World of Warcraft

9) 1889

10) Sony PlayStation 2, which has sold over 155 million units worldwide.

Word Search

SCIENCE FICTION MOVIE WORD SEARCH

R R E B T O T A L R E C A L L A L B J E
P Y W Z A W Q K N V R Q Q O E E P N X N
F R B L A D E R U N N E R H H R T F T E
E Q E O F B V L J E P N F R M E A Y T H
R S Q D R H O R V D R M L G L G I B L A
S T F V A S P A C E O D Y S S E Y C B H
T H E M A T R I X X M B G F L E N X G Q
S A B R A B O U P M E O N M L R P G T N
W E E F L I O R W A T W N X P S T Z O Q
O N B S O E O A O C H H R K E E B L R A
K A T H E F I F T H E L E M E N T L V R
F S R O B E R T S I U A E A O Y I S R B
H L O G A N S R U N S A T I B P S S T Y
S E N Z S T A R M A N E E D M Y I N R C
H T B N N W B M E T R O P O L I S Z M S
R S T A R T R E K E H F V E B B B S X I
A M P A F O R B I D D E N P L A N E T T
P I T C H B L A C K E U Q M S Y W C F H
H S E R E N I T Y C D T N I O B N T O B
B L O B M O C M S R E R R K E E V T B K

ASPACEODYSSEY BLADERUNNER DUNE EXMACHINA
FORBIDDENPLANET LOGANSRUN METROPOLIS PITCHBLACK
PREDATOR PROMETHEUS SERENITY STARTREK STARWARS
STARMAN THEABYSS THEFIFTHELEMENT THEMATRIX TOTALRECALL
TRON TWELVEMONKEYS

Solution

SCIENCE FICTION MOVIE WORD SEARCH - ANSWERS SHEET

R R E B T O T A L R E C A L L A L B J E
P Y W Z A W Q K N V R Q Q O E E P N X N
F R B L A D E R U N N E R H H R T F T E
E Q E O F B V L J E P N F R M E A Y T H
R S Q D R H O R V D R M L G L G I B L A
S T F V A S P A C E O D Y S S E Y C B H
T H E M A T R I X X M B G F L E N X G Q
S A B R A B O U P M E O N M L R P G T N
W E E F L I O R W A T W N X P S T Z O Q
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H L O G A N S R U N S A T I B P S S T Y
S E N Z S T A R M A N E E D M Y I N R C
H T B N N W B M E T R O P O L I S Z M S
R S T A R T R E K E H F V E B B B S X I
A M P A F O R B I D D E N P L A N E T T
P I T C H B L A C K E U Q M S Y W C F H
H S E R E N I T Y C D T N I O B N T O B
B L O B M O C M S R E R R K E E V T B K

ASPACEODYSSEY BLADERUNNER DUNE EXMACHINA

FORBIDDENPLANET LOGANSRUN METROPOLIS PITCHBLACK

PREDATOR PROMETHEUS SERENITY STARTREK STARWARS

STARMAN THEABYSS THEFIFTHELEMENT THEMATRIX TOTALRECALL

TRON TWELVEMONKEYS